electronic sound FX machine™

REMCO

© Remco 1979
Patent Pending
Made in Taiwan and USA
Printed in USA

Before you begin:

Please take a few minutes to familiarize yourself with the basic directions covered in the first part of this booklet.

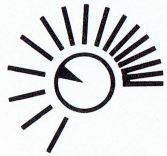
Your Sound FX Machine is based on the electronic devices used by professional sound effects technicians on radio, television, and in the movies, and is capable of reproducing thousands of different sounds.

About 40 of the more standard sound settings are diagrammed in this booklet for your use, however, the possible sounds and combinations are almost limitless.

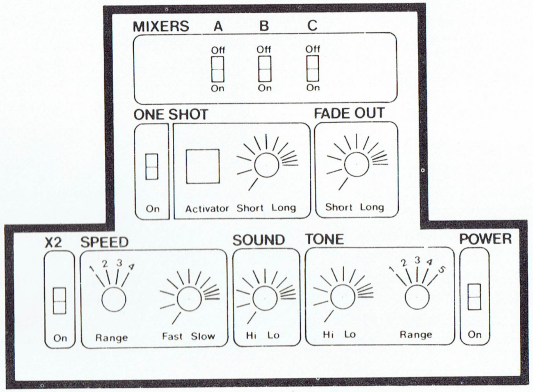
Important:

The control knob settings necessary to produce exactly the sound desired may vary about 15° on some machines. Experiment with your knob positioning within the sweep indicated on the diagram until you find the position that works best for your unit.

Correct setting for your machine will fall within the range of the black sweep mark.



The Control Panel:



Mixers:
The A, B, and C Mixer switches allow various combinations of the Tone, Speed, and Sound generators.

Example: When A is turned on, only the Speed control will work. When Mixer B and Mixer C are turned on, the Tone and Speed generators will work, etc.

Tone:
This controls the actual sounds. The Range controls an area of sounds from very low to the highest possible sound you can hear. The Hi-Lo control is a fine tuning knob so that you can change the notes or vary the effects as you play.

Sound:
This control makes the background hissing noise found in certain sounds such as jets, explosions, etc. The Lo position makes a low rumble. The Hi position produces more of a true hissing sound.

Speed:
This control changes the repeat pattern of the sounds you are making. The Range control chooses Speeds from very slow to very fast. The Slow-Fast control lets you fine tune the speed as you play.

One Shot:
To use the ONE SHOT control, first set the left switch to the On position. Now adjust the Short-Long knob according to the chart for the sound you wish to make. This setting will control how long the blast continues. To create the sound effect, press the Activator button.

Example: some appropriate uses of the ONE SHOT control are gunshots, explosions, phasers, twangs, etc.

Fade Out:
This device works only in sequence with the ONE SHOT, and allows the sound to slowly fade. Set the knob according to the charts or experiment on your own.

Double Sound:
This special switch couples the SPEED and SOUND generators to allow them to work at the same time.

Example: An appropriate use of this control would be to reproduce the whistle of a falling bomb ending in an explosion.

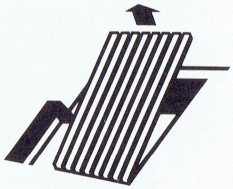
Try this switch after you have become familiar with the production of individual sounds.

Power:
This simply turns the machine on and off. When the machine is not being used, be sure that it stays in the Off position.

Preparing the Sound FX Machine:

Battery Installation
Your machine operates on a single 9 volt battery. **We recommend using alkaline batteries for longer life.**

1 Turn POWER switch to Off position.
2 Lift battery cover by the top edge. See illustration.



3 Firmly snap 9 volt battery onto the clip and replace cover. When machine will not be used for any extended period of time, remove battery to prevent damage by battery leakage.

Battery Replacement:
The battery may be worn and in need of replacement if
1 The volume is too low.
2 The machine operates erratically.
3 The machine fails to operate.
4 **When unclipping battery for replacement, do not pull on wires.**

Caution:

1 Follow all recommended operating procedures carefully.
2 Do not get the machine wet. Water will damage the electronic circuits.
3 Do not expose the machine to excessive heat, mechanical shock, or vibrations. Its electronic circuits are delicate.
4 Do not leave the power on when the machine is not in use or the battery will wear down. Because you will not hear a sound when the ONE SHOT control is engaged, you may forget that the machine is active. **Double-check to see that the power is off when you are finished.**
5 Do not turn the knobs past their stop points.
6 Do not take the knobs off. They have been carefully calibrated and if removed, their adjustment will be lost. If a knob does come off, turn the stem to the left until it stops. Press the knob back onto the stem with the knobs pointer at the leftmost setting. This should bring the setting back close to its original range.
7 Do not take the machine apart.

Using the Sound FX Machine:

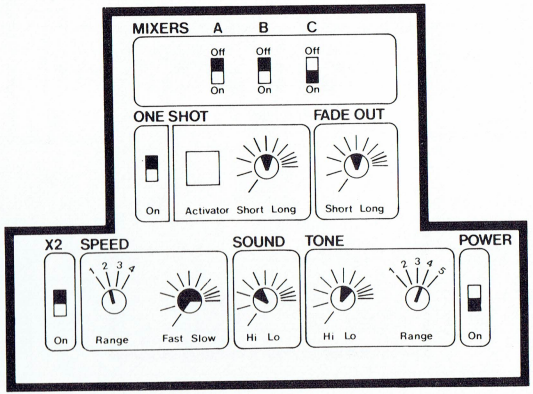
1 Select a sound from any shown on the following pages.
2 Turn all controls to the positions shown on the chart for that particular sound, except for POWER.
3 When settings are finished, turn on the POWER switch. If ONE SHOT is used, remember to press the Activator button.
4 Blank charts for your own use are included so that you can diagram your own sound settings as you become more skilled and discover sounds not covered in this booklet.

Remember:

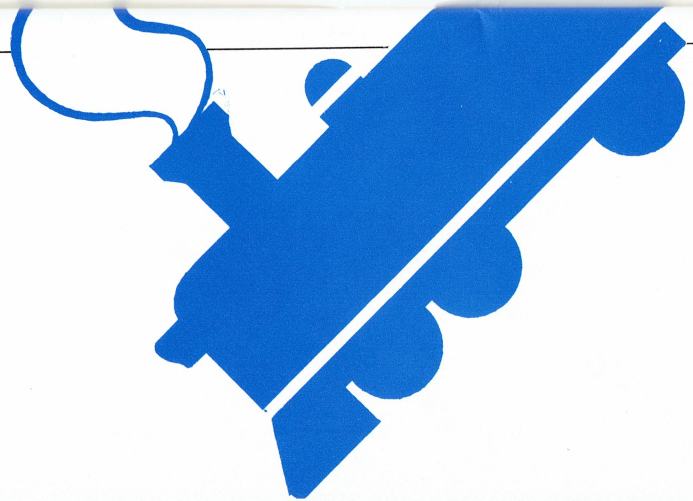
Settings shown are approximate for all sweep knobs (knobs without numbered settings). Experiment with your particular unit until you find the setting within the range shown on the chart for that sound that works best.

Correct setting for your machine will fall within the range of the black sweep mark.

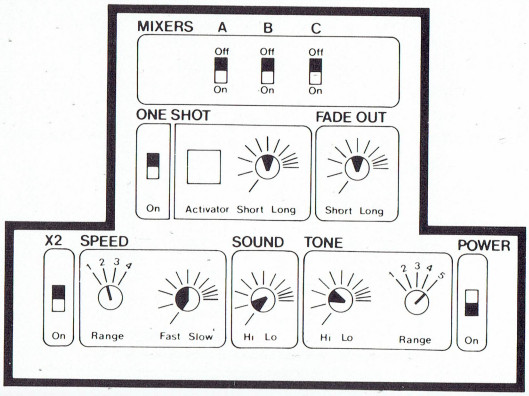
Steam Train Traveling and in Station



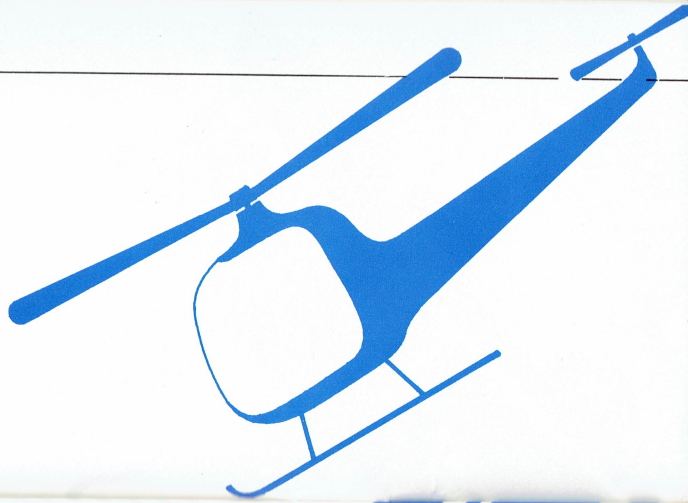
Note:
Rotate Tone Hi/Lo knob between points shown to vary sound



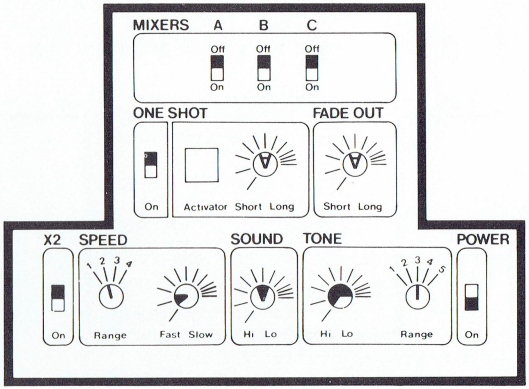
2 Man Helicopter



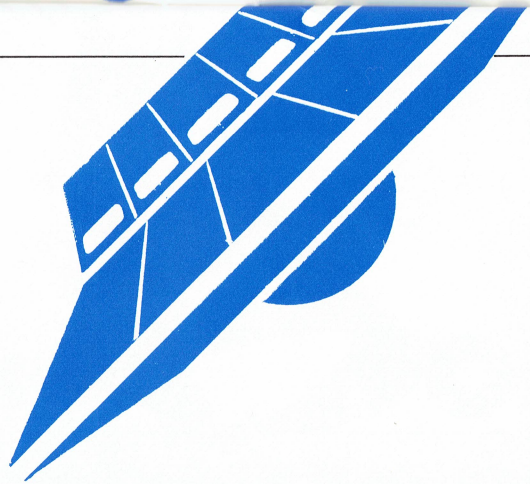
Note:
Rotate Tone Hi/Lo knob between points shown to vary sound



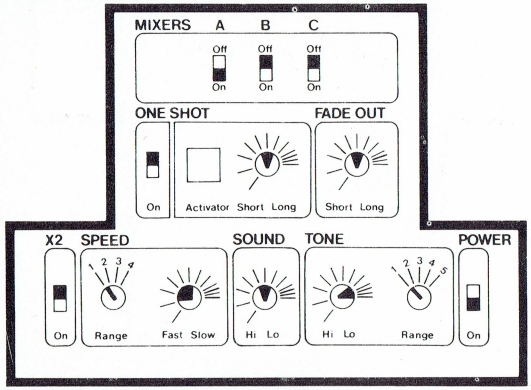
UFO Landing and Taking Off



Note:
Rotate Speed Fast/Slow control to vary sound.

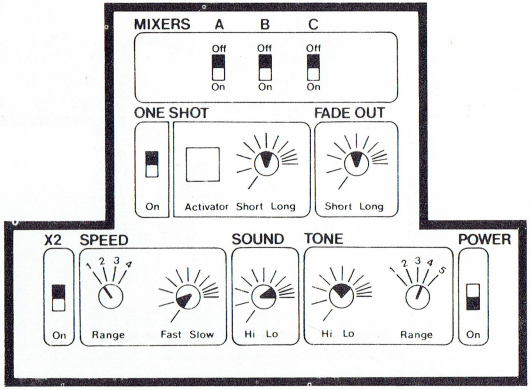


Mo-ped Motorcycle

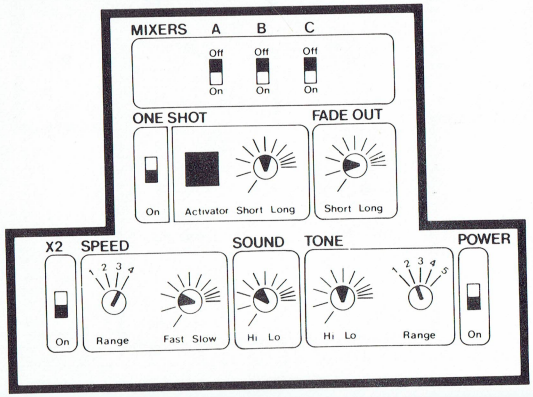


Note:
Rotate Tone Hi/Lo knob between points shown to vary sound

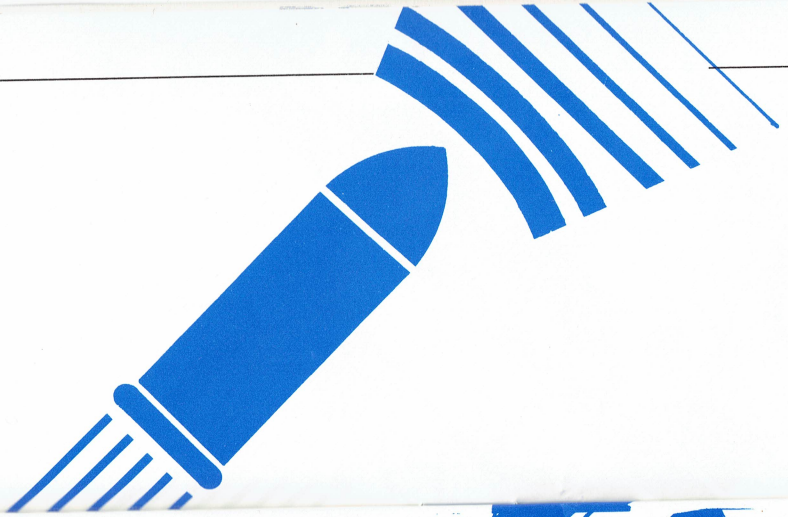
French Police Siren Moan



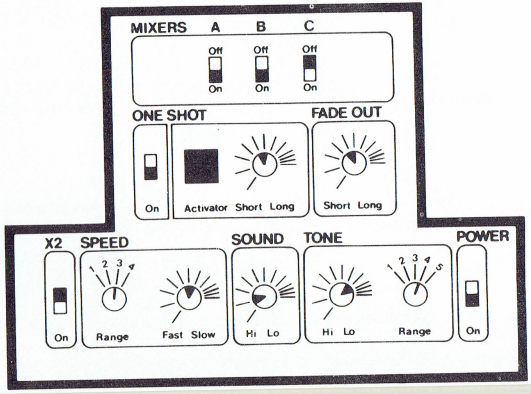
50 mm Artillery Shell Whistle and Explosion



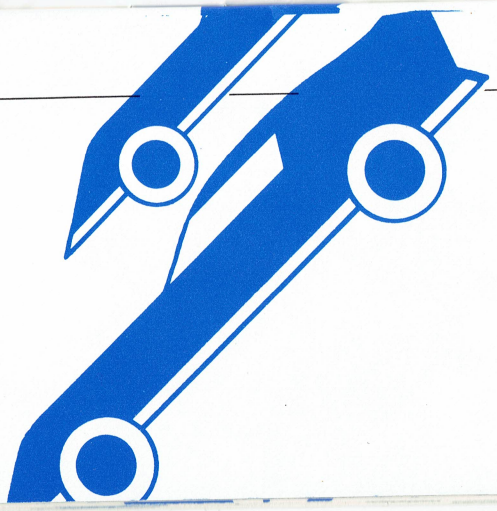
Note:
Set controls as shown. Use One Shot activator.



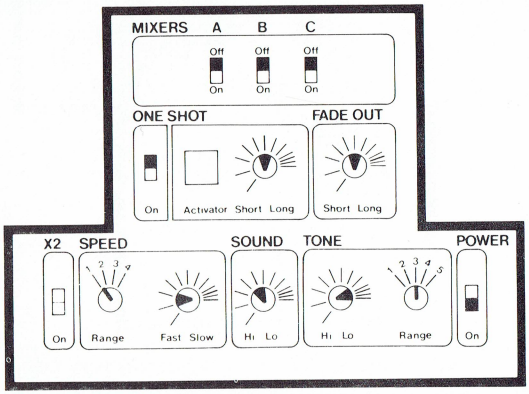
Indy 500 Race Cars Passing at 203 mph

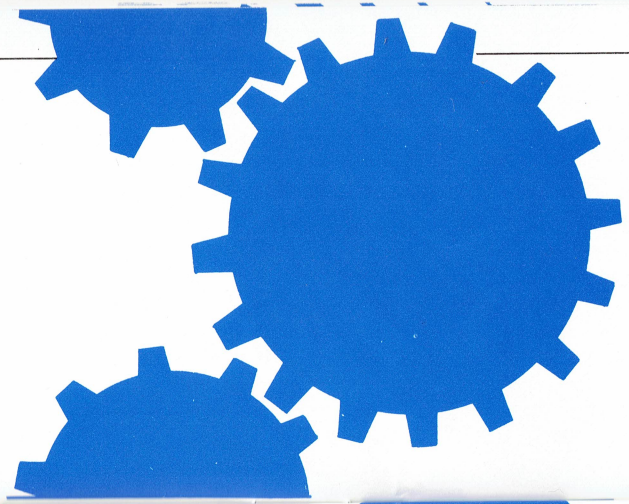


Note:
Set controls as shown. Use One Shot activator.

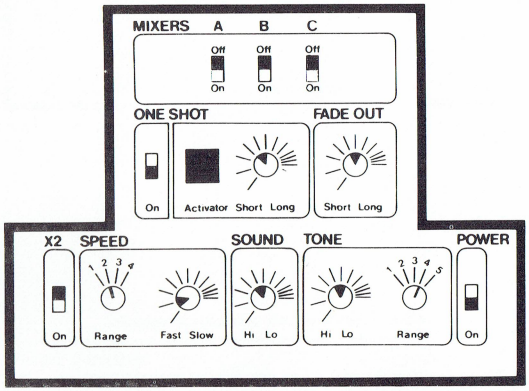
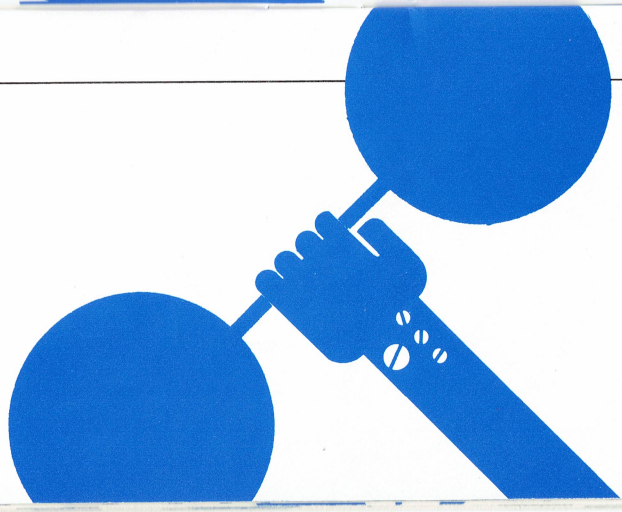


Diesel Generator





Bionic Strength



Note:
Set controls as shown. Use One Shot activator.